

2 TEMPLE OF FIENDS

3 NORTH BRIDGE

4 MATOYA'S CAVE

5 PRAVOKA

6 ELFLAND AND THE CASTLE OF ELF

7 DWARF CAVE

8 NORTHWEST CASTLE

9 MARSH CAVE

10 MELMOND

11 TITAN'S TUNNEL

1 CASTLE & TOWN OF CONERIA

12 EARTH CAVE

13 SARDA'S CAVE

14 CRESCENT LAKE

15 GURGU VOLCANO

16 ICE CAVE

17 RYUKAHN DESERT

18 CARDIA ISLANDS

19 CASTLE OF ORDEAL

20 ONRAC

FINAL FANTASY

GAME WORLD MAP

Here is a map of the entire Final Fantasy overworld. Surrounding the map is a list of most of the places that you will journey to.

27 ???

26 ???

25 MIRAGE TOWER

24 WATERFALL

23 SEA SHRINE

22 LEFEIN

21 GAIA

20 ONRAC

19 CASTLE OF ORDEAL

18 CARDIA ISLANDS

17 RYUKAHN DESERT



Enemy Identification Chart

This is a monster identification chart that will help you as you play Final Fantasy. Included is each monster's full name as well as each monster's vital statistics. Use this information to plan your battle strategies. Pay careful attention to the "Monster's Hit Points" section. It will help you determine whether or not you will be able to defeat a group of enemies. If you find a particular enemy's weakness, you may wish to add it to the chart for future reference.

Experience Points for Defeating	●	Monster Name
Monster's Hit Points	●	Gold Obtained for Defeating
Monster's Weak Point(s)	●	Monster's Average Attack Points
Ineffective Attack(s)	●	Monster's Special Attack(s)

GHOST 990 990 180 93-186 FIRE OAKE, ICE, RUB, BANE, plus none	GHOU 93 50 48 8-16 FIRE OAKE, ICE, RUB, BANE, plus plus	GIANT 879 879 240 38-76 none none none	GREAT PEDE 2244 1000 320 73-146 ICE, FIRE none none	GREEN MEDUSA 1218 1218 68 20-40 FIRE OAKE, ICE STONE	GREEN OGRE 282 300 132 23-46 none none none	GREY IMP 18 18 16 8-16 none none none	GREY NAGA 3489 4000 420 7-14 none LIT, HOLD, DARK, SLEP, plus plus	GREY SHARK 2361 600 344 50-100 LIT OAKE, FIRE none	GREY WOLF 93 22 72 14-28 none none none	GREY WORM 1671 400 280 50-100 ICE OAKE, FIRE OAKE	GUARD 1224 400 200 25-50 none RUB, BANE, STUN, plus none	HYDRA 915 150 212 30-60 none none none	HYENA 288 72 120 22-44 none none none
IGUANA 153 50 92 18-36 none none none	IMAGE 231 231 86 22-44 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus none	IMP 6 6 8 4-8 none none none	IRONGOL 6717 3000 304 93-186 none LIT, ICE, FIRE, STUN, plus BANE, RUB, plus	JIMERA 4584 5000 350 40-80 ICE OAKE, FIRE, plus FIRE, BANE, BRAK, plus	KYZOKU 60 120 50 14-28 none OAKE none	LOBSTER 639 300 148 35-70 LIT OAKE, FIRE none	MADPONY 63 15 64 10-20 none none none	MAGE 1095 1095 105 26-52 none RUB, LIT, STUN, FIRE, plus plus	MANCAT 603 800 110 20-40 OAKE, LIT, FIRE, ICE, plus STONE, RUB, XXXX, plus	MANTICOR 1317 650 164 22-44 none OAKE none	MEDUSA 699 699 68 20-40 none none STONE	MUCK 255 70 76 30-60 LIT OAKE, LIT, RUB, BANE, BRAK, STUN, etc. none	MUDGOL 1257 800 176 64-128 none LIT, ICE, FIRE, STUN, plus FAST
MUMMY 300 300 80 30-60 FIRE ICE, RUB, BRAK, SLEP none	NAGA 2355 2355 356 9-18 LIT OAKE, FIRE LIT, HOLD, DARK, SLEP, plus	NAOCHO 3189 500 344 35-70 none none none	NITEMARE 1272 700 200 30-60 ICE OAKE, FIRE, RUB, BANE, plus SNORTING (darkness)	OCHO 1224 102 208 20-40 LIT OAKE, FIRE none	ODDEYE 42 10 10 4-8 LIT OAKE, FIRE STUN	OGRE 195 195 100 18-36 none none none	OOZE 252 70 76 32-64 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus none	PEDE 1194 300 222 39-78 none none none	PERILISK 423 500 44 20-40 ICE OAKE, FIRE RUB	PHANTOM 1 1 360 120-240 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus STONE, RUB, XXXX, plus	PIRATE 40 40 6 8-16 none none none	RED ANKYLO 1428 300 256 60-120 none none none	RED BONE 378 378 144 26-52 FIRE ICE, RUB, BANE, BRAK, STUN, SLEP, plus none
RED CARIBE 546 46 172 37-74 none none none	RED DRAGON 2904 4000 248 75-150 ICE, BANE, BRAK OAKE, FIRE FIRE, plus	RED GARGOYLE 387 387 94 10-20 none OAKE, ICE, FIRE FIRE, HOLD, plus	RED GIANT 1506 1506 300 73-146 ICE FIRE none	RED HYDRA 1215 400 182 20-40 ICE FIRE FIRE	RED SAHAG 105 105 64 15-30 LIT OAKE, FIRE none	ROCKGOL 2385 1000 200 70-140 none LIT, ICE, FIRE, STUN, plus SLOW	SABER TOOTH TIGER 843 500 200 24-48 none none none	SAHAG 30 30 28 10-20 LIT OAKE, FIRE none	SAND WORM 2683 900 200 46-92 none OAKE OAKE	SAURIA 1977 658 196 30-60 none none STONE	LICH 2200 3000 400 40-80 FIRE ICE, RUB, BANE, STUN, SLEP, BRAK, plus ICE, SLEP, plus	KARY 2475 3000 600 40-80 STUN, SLEP, plus LIT, ICE, FIRE, BANE, plus FIRE, DARK, HOLD, plus	
SCORPION 225 70 84 22-44 none none none	SCUM 84 20 24 1-2 ICE, FIRE OAKE, LIT, RUB, BANE, BRAK, STUN, plus none	SEASNAKE 957 600 224 35-70 LIT OAKE, FIRE none	SEATROLL 852 852 216 40-80 LIT OAKE none	SENTRY 4000 2000 400 102-204 LIT OAKE, ICE, FIRE, RUB, plus none	SHADOW 90 45 50 10-20 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus none	SHARK 267 66 120 22-44 LIT OAKE, FIRE none	SLIME 1101 900 156 49-98 none none none	SORCEROR 822 999 112 1-2 none none plus	SPECTER 150 150 52 20-40 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP plus	SPHINX 1160 1160 228 23-46 none OAKE none	KRAKEN 4245 5000 800 50-100 LIT OAKE, FIRE, plus INK (darkness), plus	TIAMAT 5496 6000 1000 49-98 plus plus plus	
SPIDER 30 8 28 10-20 none none none	TIGER 438 108 132 73-146 none none none	T REX 7200 600 600 115-230 none none none	TROLL 621 621 184 24-48 FIRE none none	TYRO 3387 502 408 65-130 none none none	VAMPIRE 1200 2000 156 76-152 FIRE OAKE, ICE, RUB, BANE, BRAK, SLEP, plus STUN, plus	WARMECH 32000 32000 1000 128-256 none OAKE, LIT, FIRE, ICE, BANE, BRAK, plus NUCLEAR, plus	WATER 1962 800 300 69-138 ICE OAKE, BANE, STUN, plus none	WEREWOLF 135 67 68 14-28 none none none	WIZARD 276 300 84 30-60 none none none	WIZARD MUMMY 984 1000 188 43-86 FIRE ICE, RUB, BRAK, SLEP none	CHAOS 0 0 2000 100-200 plus plus This is CHAOS. The battle with him is entirely up to you. Do not fear, you can prevail!		
WIZARD OGRE 723 723 144 23-46 none OAKE RUSE, DARK, SLEP, ICE, plus	WIZARD SAHAG 882 882 204 47-94 LIT OAKE, FIRE none	WIZARD VAMPIRE 2385 3000 300 90-180 FIRE OAKE, ICE, RUB, BANE, plus STUN, LIT, ICE, STUN, plus	WOLF 24 6 20 8-16 none none none	WORM 4344 1000 448 65-130 none OAKE none	WRAITH 432 432 114 40-80 FIRE OAKE, ICE, RUB, BANE, STUN, SLEP, plus none	WYRM 1218 502 260 40-80 none OAKE none	WYVERN 1173 50 212 30-60 none OAKE none	ZOMBIE 24 12 20 10-20 FIRE OAKE, ICE, RUB, BANE, plus none	ZOMBULL 1050 1050 224 40-80 none none none	ZOMBIE DRAGON 2331 999 268 56-112 FIRE OAKE, ICE, RUB, BANE, plus none			

FINAL FANTASY

Dungeon Maps

These maps will help you get through some of the treacherous dungeons in Final Fantasy.

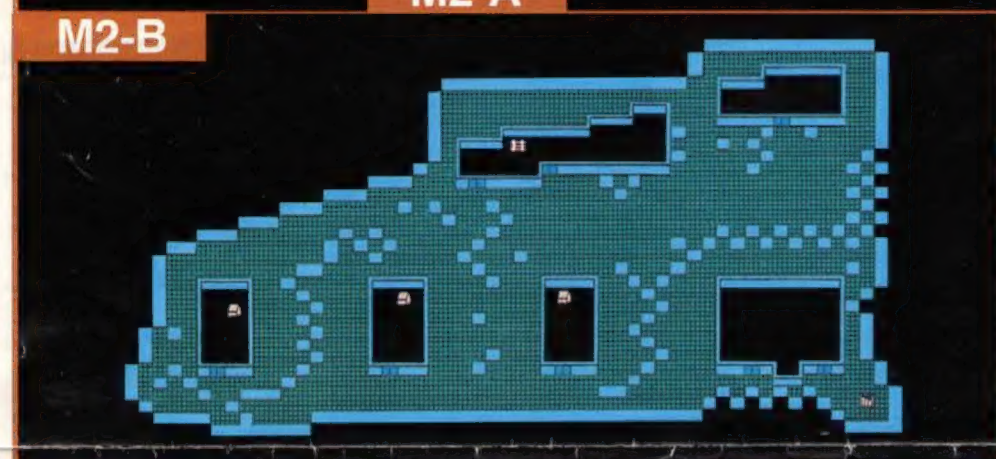
Marsh Cave

This is where the Lone King has directed you to look for the CROWN.

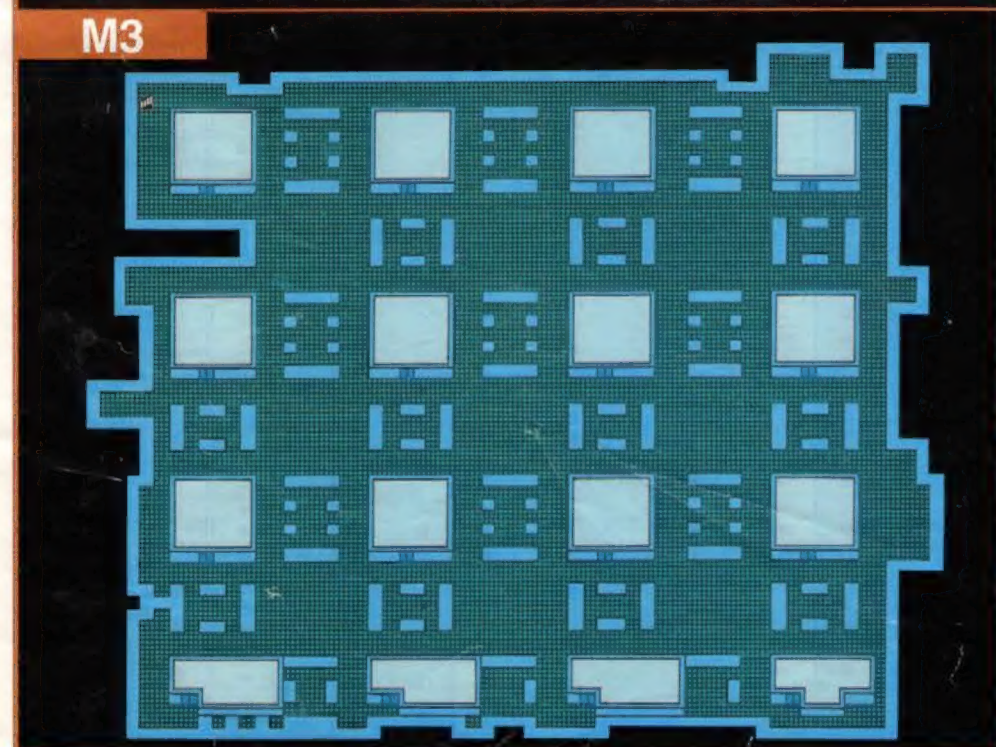


M2-A

M2-B



M3



E1



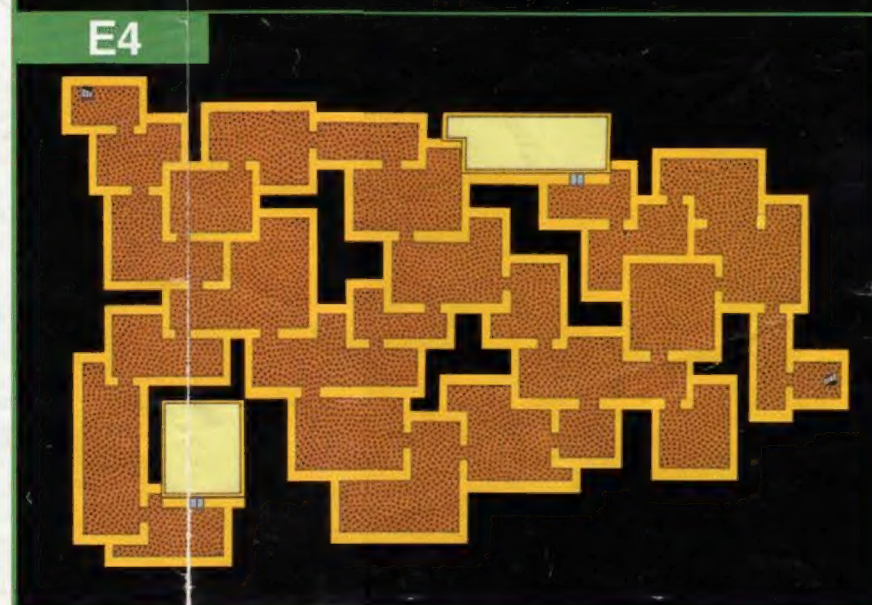
E2



E3



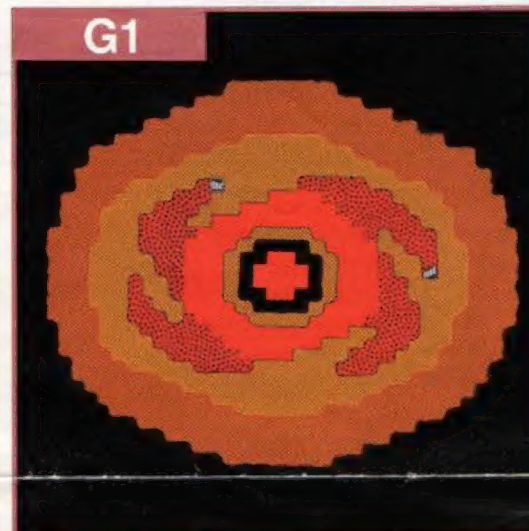
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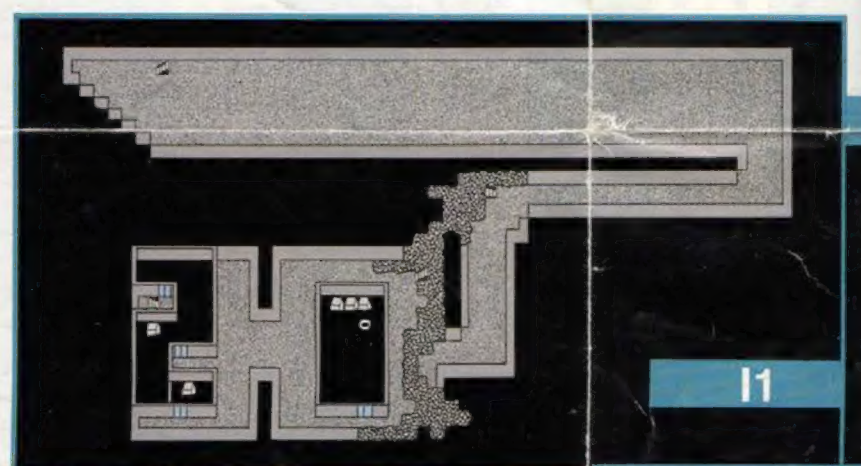
Earth Cave

The residents of Melmond said that this is the source of the earth's rotting. You'll battle the Earth Fiend here.

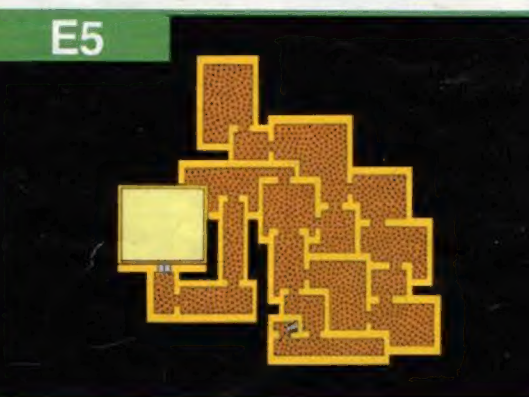
G1



G4



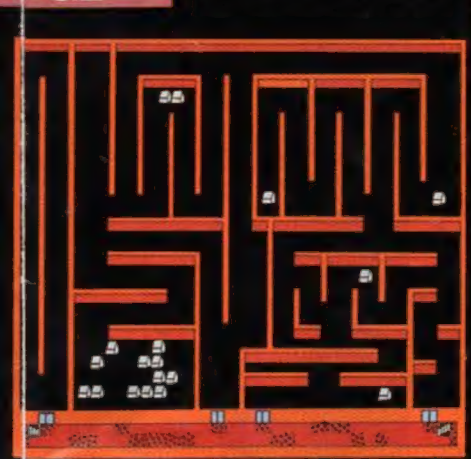
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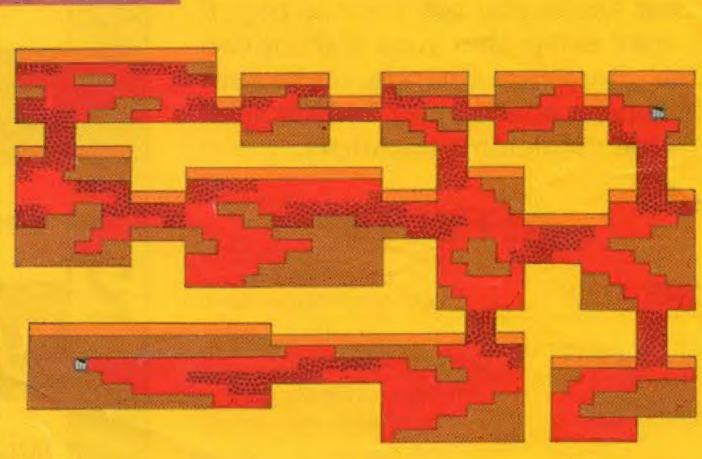
G3-A



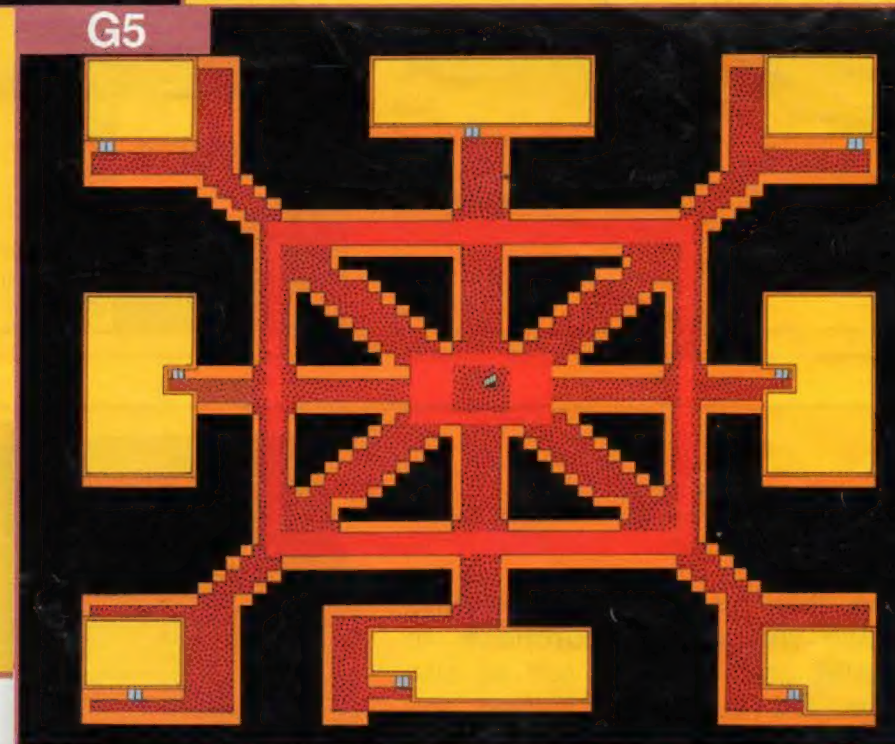
G2



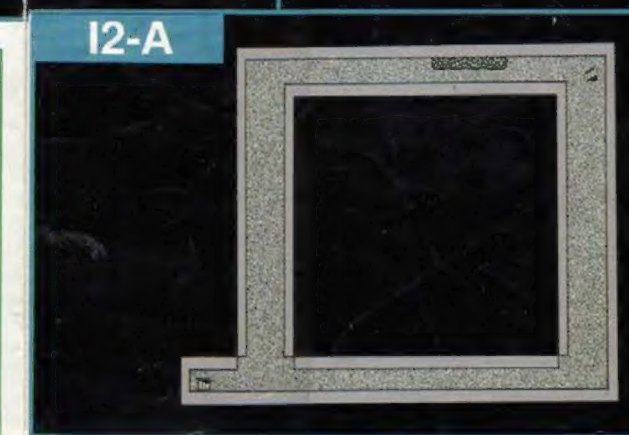
G3-B



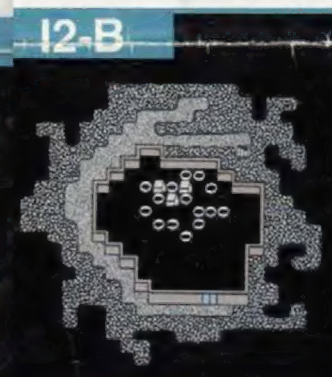
G5



I2-A



I2-B



I3-A



I3-B



Gurgu Volcano

Fire Cave

According to the Sages in the town of Crescent Lake, this is where the Fire Fiend can be found.

Ice Cave

An apprentice Sage has hinted that this is where the FLOATER can be found.

I3-B

Magic

Use this chart for handy reference when making determinations as to what spells you will want to buy. If a spell exists that your Warrior can use after Class Change, make sure to leave a space open for that spell in that magician's inventory.

AFFECTS

ONE ALLY This spell will affect the Light Warrior of your choice.
ALLY PARTY This spell will affect all 4 Light Warriors.
CASTER This spell will only affect the magician who cast it.
ONE ENEMY This spell will affect only one member of the enemy party.
ENEMY PARTY This spell will affect the entire enemy party.



LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
1	WHITE	CURE	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HARM	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
		FOG	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	One ally
	BLACK	RUSE	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Caster
		FIRE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	One enemy
		SLEP	●	●	●	●	●	●	●	●	●	●	●	●	Put to sleep	Enemy party
2	WHITE	LOCK	●	●	●	●	●	●	●	●	●	●	●	●	Raise hit %	One enemy
		LIT	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	One enemy
		LAMP	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
	BLACK	MUTE	●	●	●	●	●	●	●	●	●	●	●	●	Silence magic users	Enemy party
		ALIT	●	●	●	●	●	●	●	●	●	●	●	●	Defend against lightning	Ally party
		INVS	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	One ally
3	WHITE	ICE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
		DARK	●	●	●	●	●	●	●	●	●	●	●	●	Surround with darkness	Enemy party
		TMPR	●	●	●	●	●	●	●	●	●	●	●	●	Increase weapon value	One ally
	BLACK	SLOW	●	●	●	●	●	●	●	●	●	●	●	●	Lower offense	Enemy party
		CUR2	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HRM2	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
4	WHITE	AFIR	●	●	●	●	●	●	●	●	●	●	●	●	Defend against fire	Ally party
		HEAL	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
		FIR2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	Enemy party
	BLACK	HOLD	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	One enemy
		LIT2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	Enemy party
		LOK2	●	●	●	●	●	●	●	●	●	●	●	●	Raise hit %	Enemy party
5	WHITE	PURE	●	●	●	●	●	●	●	●	●	●	●	●	Antidote for poison	One ally
		FEAR	●	●	●	●	●	●	●	●	●	●	●	●	Enemy runs away	Enemy party
		AICE	●	●	●	●	●	●	●	●	●	●	●	●	Defend against cold	Ally party
	BLACK	AMUT	●	●	●	●	●	●	●	●	●	●	●	●	Muted magic users can speak	One ally
		SLP2	●	●	●	●	●	●	●	●	●	●	●	●	Put to sleep	One enemy
		FAST	●	●	●	●	●	●	●	●	●	●	●	●	Quick shot	One ally
6	WHITE	CONF	●	●	●	●	●	●	●	●	●	●	●	●	Confusion	Enemy party
		ICE2	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
	BLACK	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
7	WHITE	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
	BLACK	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
8	WHITE	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
	BLACK	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		

LEVEL	TYPE	SPELL NAME	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	RESULT	AFFECTS
5	WHITE	CUR3	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		LIFE	●	●	●	●	●	●	●	●	●	●	●	●	Revive the slain	One ally
		HRM3	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
	BLACK	HEL2	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
		FIR3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with fire	Enemy party
		BANE	●	●	●	●	●	●	●	●	●	●	●	●	Attack with poison smoke	Enemy party
6	WHITE	WARP	●	●	●	●	●	●	●	●	●	●	●	●	Return one dungeon floor	Ally party
		SLO2	●	●	●	●	●	●	●	●	●	●	●	●	Lower offense	One enemy
		SOFT	●	●	●	●	●	●	●	●	●	●	●	●	Remove "STONE" spell	One ally
	BLACK	EXIT	●	●	●	●	●	●	●	●	●	●	●	●	Exit dungeon	Ally party
		FOG2	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Ally party
		INV2	●	●	●	●	●	●	●	●	●	●	●	●	Raise defense	Ally party
7	WHITE	LIT3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with lightning	Enemy party
		RUB	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy
		QAKE	●	●	●	●	●	●	●	●	●	●	●	●	Earthquake	Enemy party
	BLACK	STUN	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	One enemy
		CUR4	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	One ally
		HRM4	●	●	●	●	●	●	●	●	●	●	●	●	Harm Undead	Enemy party
8	WHITE	ARUB	●	●	●	●	●	●	●	●	●	●	●	●	Defend against magic	Ally party
		HEL3	●	●	●	●	●	●	●	●	●	●	●	●	Recover HP	Ally party
		ICE3	●	●	●	●	●	●	●	●	●	●	●	●	Attack with cold	Enemy party
	BLACK	BRAK	●	●	●	●	●	●	●	●	●	●	●	●	Shatter enemy	One enemy
		SABR	●	●	●	●	●	●	●	●	●	●	●	●	Raise weapon power	Caster
		BLND	●	●	●	●	●	●	●	●	●	●	●	●	Blind enemy	One enemy
9	WHITE	LIF2	●	●	●	●	●	●	●	●	●	●	●	●	Revive the slain	One ally
		FADE	●	●	●	●	●	●	●	●	●	●	●	●	Attack against evil	Ally party
		WALL	●	●	●	●	●	●	●	●	●	●	●	●	Defend all	One ally
	BLACK	XFER	●	●	●	●	●	●	●	●	●	●	●	●	Loss of "special" defense	One enemy
		NUKE	●	●	●	●	●	●	●	●	●	●	●	●	Tremendous heat	Enemy party
		STOP	●	●	●	●	●	●	●	●	●	●	●	●	Paralysis	Enemy party
10	WHITE	ZAP!	●	●	●	●	●	●	●	●	●	●	●	●	Send to 4th dimension	Enemy party
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●	Erase enemy	One enemy
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
	BLACK	XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		
		XXXX	●	●	●	●	●	●	●	●	●	●	●	●		

Weapons

Use this chart in determining which weapons to purchase, to EQUIP, and which to sell as surplus. NOTE: Before selling any weapon that you can't EQUIP determine if it can be used later after Class Change, or possibly immediately as an ITEM.

KEY TO ON SCREEN SYMBOLS

SWORD **AXE**
HAMMER **STAFF**
DAGGER **NUNCHUCK**



WEAPON	Fighter	Knight	Thief	Ninja	Black Belt	Master	Red Mage	Red Wizard	White Mage	White Wizard	Black Mage	Black Wizard	DAMAGE	HIT %
WOODEN NUNCHUCK	-	-	-	●	●	●	-	-	-	-	-	-	12	0
SMALL DAGGER	●	●	-	●	●	●	●	●	-	●	●	-	5	10
WOODEN STAFF	●	●	-	●	●	-	-	-	●	●	●	-	6	0
RAPIER	●	●	-	●	●	-	●	●	-	-	-	-	9	5
IRON HAMMER	●	●	-	●	-	-	-	-	●	●	-	-	9	0
SHORT SWORD	●	●	-	●	-	-	●	●	-	-	-	-	15	10
HAND AXE	●	●	-	●	-	-	-	-	-	-	-	-	16	5
SCIMITAR	●	●	●	●	-	-	●	●	-	-	-	-	10	10
IRON NUNCHUCK	-	-	-	●	●	●	-	-	-	-	-	-	16	0
LARGE DAGGER	●	●	●	●	-	-	●	-	-	-	●	●	7	10
IRON STAFF	●	●	-	●	●	-	-	-	-	-	-	-	14	0
SABER	●	●	●	●	-	-	●	●	-	-	-	-	13	5
LONG SWORD	●	●	-	●	-	-	●	●	-	-	-	-	20	10
GREAT AXE	●	●	-	●	-	-	-	-	-	-	-	-	22	5
FALCHON	●	●	●	●	-	-	-	-	-	-	-	-	15	10
SILVER KNIFE	●	●	●	●	-	-	●	●	-	-	●	●	10	15
SILVER SWORD	●	●	-	●	-	-	●	●	-	-	-	-	23	15
SILVER HAMMER	●	●	-	●	-	-	-	-	●	●	-	-	12	5
SILVER AXE	●	●	-	●	-	-	-	-	-	-	-	-	25	10
FLAME SWORD	●	●	-	●	-	-	●	●	-	-	-	-	26	20
ICE SWORD	●	●	-	●	-	-	●	●	-	-	-	-	29	25
DRAGON SWORD	●	●	●	●	-	-	●	●	-	-	-	-	19	15
GIANT SWORD	●	●	-	●	-	-	●	●	-	-	-	-	21	20
SUN SWORD	●	●	-	●	-	-	●	●	-	-	-	-	32	30
CORAL SWORD	●	●	●	●	-	-	●	●	-	-	-	-	19	15
WERE SWORD	●	●	-	●	-	-	●	●	-	-	-	-	18	15
RUNE SWORD	●	●	●	●	-	-	●	●	-	-	-	-	18	15
POWER STAFF	●	●	-	●	●	●	-	-	●	●	●	●	12	0
LIGHT AXE	●	●	-	●	-	-	-	-	-	-	-	-	28	15
HEAL STAFF	-	-	-	●	-	-	-	-	●	●	-	-	6	0
MAGE STAFF	-	-	-	●	-	-	-	-	-	-	●	●	12	10
DEFENSE	-	●	-	●	-	-	-	●	-	-	-	-	30	35
WIZARD STAFF	-	-	-	-	-	-	-	-	-	-	-	●	15	15
VORPAL	-	●	-	●	-	-	-	-	-	-	-	-	24	25
CATCLAW	-	●	-	●	-	-	-	●	-	-	-	●	22	35
THOR'S HAMMER	-	●	-	●	-	-	-	-	●	-	-	-	18	15
BANE SWORD	-	●	-	●	-	-	-	●	-	-	-	-	22	20
KATANA	-	-	-	●	-	-	-	-	-	-	-	-	33	35
XCALBER	-	●	-	-	-	-	-	-	-	-	-	-	45	35
MASMUNE	●	●	●	●	●	●	●	●	●	●	●	●	56	50